

### AMENDMENTS TO THE CLAIMS

1. – 20. (Cancelled)

21. (New) A method of providing synchronization of a video presentation with an audio presentation, comprising:

providing for display on a user system an interactive user interface, the interactive user interface including:

an audio waveform corresponding to digital samples of audio over time;

time information displayed in association with the audio waveform;

a cue insertion interface that enables a user to insert cue at one or more locations with respect to the audio waveform, wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when played back;

receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

storing the designated cue in computer readable memory.

22. (New) The method of claim 21, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

23. (New) The method of claim 21, wherein the first signal indicates the beginning of a guitar riff.

24. (New) The method of claim 21, the method further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system used to light a live performance.

25. (New) The method of claim 24, wherein the signal from the automated lighting system is a spotlight-on signal, a spotlight color signal, or a spotlight position signal.

26. (New) The method of claim 1, the method further comprising inserting at least one cue with respect to the audio based at least in part on monitoring of stage lighting effects.

27. (New) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on a singer's singing.

28. (New) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on information from a microphone and/or based at least in part on information from a vibration sensor located on or near an instrument.

29. (New) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on a filter analysis on the power of a plurality of audio frequency bands.

30. (New) The method of claim 29, wherein the filter analysis cue includes a value to indicate an audio frequency band's strength over an interval of time.

31. (New) The method of claim 29, wherein the filter analysis cue includes an indication that a signal of a selected frequency component of having a strength above a predetermined threshold value is present in the audio waveform.

32. (New) The method of claim 21, the method further comprising using mixing board automation to generate at least one cue.

33. (New) The method of claim 21, the method further comprising using a track pan value to generate a cue.

34. (New) The method of claim 21, the method further comprising using track fader adjustments, bus volume, and/or effects send and return levels to generate one or more cues.

35. (New) The method of claim 21, the method further comprising using an output from a reverb device and/or compressor device to generate one or more cues.

36. (New) The method of claim 21, the method further comprising providing for display text describing the cue with the cue, and providing for display abbreviated text describing a second cue in association with the second cue, wherein the abbreviation is performed at partly in response to a spacing of the second cue with respect to another cue.

37. (New) The method of claim 21, wherein the designated cue is a rotation cue indicating a rotation speed of at least a first displayed object.

38. (New) The method of claim 21, wherein the cue is a mood cue.

39. (New) The method of claim 21, wherein the designated cue indicates the location of a beat in the audio waveform.

40. (New) The method of claim 21, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

41. (New) The method of claim 21, wherein the designated cue is included in a file separate from the audio presentation, the method further comprising accessing the file over a network separately from the audio.

42. (New) The method of claim 21, wherein the designated cue is included embedded with the audio presentation.

43. (New) The method of claim 21, the method further comprising:

- accessing the designated cue from memory;

- accessing the digital audio samples from memory;

- providing the audio presentation for display in association with the visual presentation using the designated cue.

44. (New) A tangible computer-readable medium having computer-executable instructions stored thereon that, if executed by a computing device, cause the computing device to perform operations comprising:

- providing for display on a user system an interactive user interface, the interactive user interface including:

- an audio waveform corresponding to digital samples of audio over time;

- time information displayed in association with the audio waveform;

- a cue insertion interface that enables a user to insert cue at one or more locations with respect to the audio waveform, wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when played back;

- receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

- storing the designated cue in computer readable memory.

45. (New) The tangible computer-readable medium of claim 44, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

46. (New) The tangible computer-readable medium of claim 44, the operations further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system.

47. (New) The tangible computer-readable medium of claim 44, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

48. (New) The tangible computer-readable medium of claim 44, wherein the designated cue is included in a file separate from the audio presentation, the operations further comprising accessing the file over a network separately from the audio.

49. (New) An apparatus for providing an audio presentation, the apparatus comprising:

- a processor;

- tangible computer-readable medium having processor-executable instructions stored thereon that, if executed by processor, cause the processor to perform operations comprising:

- providing for display on a user system an interactive user interface, the interactive user interface including:

- an audio waveform corresponding to digital samples of audio over time;

- time information displayed in association with the audio waveform;

- a cue insertion interface that enables a user to insert cue at one or more locations with respect to the audio waveform, wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when played back;

- receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

- storing the designated cue in computer readable memory.

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50. (New) The apparatus of claim 49, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

51. (New) The apparatus of claim 49, the method further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system.

52. (New) The apparatus of claim 49, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

53. (New) The apparatus of claim 49, wherein the designated cue is included in a file separate from the audio presentation, the method further comprising accessing the file over a network separately from the audio.